NEIGHBOURS FROM HELL 2

ON VACATION

MANUAL

Epilepsy warning
Some people may experience epileptic seizures or loss of consciousness when exposed to certain light patterns or flashing lights. Some types of graphics and computer game effects may induce an epileptic seizure or loss of consciousness in these individuals.
Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.
If you, or anyone in your family, has an epileptic condition, consult your doctor before playing this game.
If you experience any of the following symptoms while playing the game – dizziness, loss of awareness, eye or muscle twitching, fainting, disorientation, any involuntary movement or convulsions – turn off your equipment IMMEDIATELY and consult your doctor before resuming play.

Technical Support and Customer Service

If you are having technical problems with software installation or are stuck in the middle of the game and don't know what to do next, our hotline staff will be glad to help you!

Hotline

E-mail: jowoodhelp@bbigroup.co.uk

TABLE OF CONTENTS

Introduction

In Neighbours from Hell 2 you control Woody – the star of the Neighbours from Hell show. Woody is again taking on his unpleasant and loathsome neighbour. After all the stress of the first series, the neighbour has gone on a cruise, and Woody is along for the ride. Whether on the beach, on the ship or sightseeing – our likeable hero can be relied upon to play one trick after another on the neighbour…

The audience is of course on Woody's side - the more annoyed the neighbour gets, the louder they cheer. Every successful trick is greeted with wild applause and raucous laughter. In the second series onwards, Woody must take care not to be caught out by the neighbour's beloved mummy, who will clobber him if she gets the chance. But to make up for that, Woody now has three lives and doesn't have to play the episode from the start again if he gets caught.

The most enjoyable tricks are those that involve other people, who will then give the neighbour a beating. For each successful trick Woody is rewarded with coins by the producers of the show. Starting up each new series requires a certain number of coins. You won't get very far if you only collect the required minimum number of coins in every episode!

For better rewards you can even try to make the neighbour collapse in every episode. But to do this, you will have to keep an eye on the anger indicator and treat the neighbour to all the tricks in an episode as quickly as possible!

Installation

System Requirements

To play Neighbours from Hell 2, you need:
- A Pentium®-compatible MMX processor with at least 233 MHz.
  (All Pentium® II-compatible processors or higher have MMX.)
- At least 128 megabytes of RAM.
- Windows 95® with Internet Explorer 5.5, Windows 98® SE, Windows Me®, Windows 2000®, or Windows XP®.
- A DirectX® 8-compatible video card with at least 8 megabytes of video RAM.
- A DirectX® 8-compatible sound card.
- A Windows-compatible mouse, keyboard and CD-ROM drive.
- At least 310 megabytes (MB) of free space on your hard disk.

DirectX®

To play Neighbours from Hell 2, you will need DirectX® version 8 (or higher). In case you don't have version 8 or higher installed on your computer, a copy of DirectX® version 8 is included on the Neighbours from Hell 2 CD, which you can choose to install while installing the game.

If you are not sure which DirectX® version you have installed on your computer, click on "Start", then "Run", then type "dxdiag" (without the quotes) and press Enter. Now the DirectX® diagnostic will examine your machine and report your settings, including your DirectX® version.

Installing Neighbours from Hell 2

To install Neighbours from Hell 2, simply load the CD into your CD-ROM drive and follow the on-screen instructions.

If your CD does not start automatically, open Windows Explorer and click on the CD drive containing the Neighbours from Hell 2 CD. Right-click on the name of the drive, then select "Autoplay".

If the game still does not launch, right-click on the CD drive and then click on "Explorer". Select the file name "Neighbours from Hell 2" (bn2.exe) and double-click on the file name.

Uninstalling Neighbours from Hell 2

Neighbours from Hell 2 can be uninstalled through "Software" in the Windows control panel, or via the "Uninstall Neighbours from Hell 2" option in the Start / Programs menu.

Starting The Game

Like any other program, Neighbours from Hell 2 is started through the Start menu. There is also an option to have a shortcut installed on your desktop during the installation process.

For Players Already Familiar with "Neighbours from Hell"

Those who have already played the first part of "Neighbours from Hell" will find a short overview of the changes from the first to the second part here. We recommend you study the introduction carefully as the second version includes numerous changes (which sometimes affect only details).

Changes in "Neighbours from Hell 2":

No time limit: The episodes have no time limit anymore. Players can take as much time as they want to complete an episode.
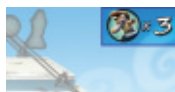
Three lives: Woody now has three lives instead of only one. If he gets caught, he will be taken to a safe location and can continue playing the episode. None of the tricks already played will be lost.

The neighbour's mum: In the 2nd series, the neighbour's beloved mummy, an additional hostile character, comes aboard. Whenever Woody is in the same room as mum, he'll get a thrashing and lose a life.

The little yapper: Mum's dog is also on board – an additional victim for Woody's tricks. Unlike the dog or the parrot in the first part, however, the little yapper has no signalling function.

Further characters: Olga, her child and further extra characters and animals enliven the scenery and can be included in tricks.

A thrashing for the neighbour: Whenever mummy-dear or Olga fall victim to a trick, the neighbour becomes the scapegoat and takes a beating. The same goes for tricks played on the charges of the two ladies – the little yapper or Olga's child.

No world object: Unlike in the first part, the ground is not a world object anymore. Objects from the inventory can only be put down at or combined with particular places (such as a puddle of water, for instance).

No sneaking: The sneaking movement from part one is not required anymore. The right mouse button is now used to cancel actions you have already begun.

No ratings: Instead of good ratings, successful tricks are now rewarded with coins instead. Ratings are calculated in addition to this. They depend on the performance of the player (time, number of tricks played etc.). Woody needs a particular number of coins in order to begin the next series.

Collapse bonus: The big anger indicator on the left side of the screen indicates how close a player is to a bonus. Players get a bonus if they manage to drive the neighbour's anger up to 100%. In order to do that, you do not only have to be quick, but must also play all the tricks available in an episode on the neighbour!

Dexterity tasks: Sometimes players must master a little dexterity task before they can reach the desired result. If they fail, the neighbour comes running, and Woody has to flee or hide.

Time-dependent tasks: This time, there are more time-dependent tasks for Woody, such as smaller sets with fewer rooms, two hostile characters, etc.

More complex tricks: The tricks and episodes include more details and are built up in a more complex way than before, granting even more gaming fun and a longer game duration.

Learning by playing: The ship episodes offer a demonstration of the new functions for the coming series. That way, you don't have to learn everything at once but only the functions you really need.

Different exterior scenarios: This time the location is not limited to the neighbour's flat but offers many different exterior scenarios. The game is set on the ship as well as on the beaches and around the sights of China, India and Mexico.

Improved graphics: This time we are treating your eyes to even more detailed graphics and even more varied animations.

Improved sound: The soundtrack of the second part is more varied and more extensive than before. It includes many new sound effects and special tracks for every country that Woody visits.

No change: There is one area, however, where we left everything as it was - the quirky humour and the logical trick build-up have remained unchanged!

Brief Game Overview

A brief overview of the characters and actions within the game.

1. The characters
All the protagonists you'll meet in Neighbours from Hell 2 are briefly introduced here. Only the neighbour and his mum are hostile towards Woody. If he's in the same room as one of them, Woody will lose one of his lives.

Woody: He is the main character of our game. You move Woody through the scenario and play tricks on the neighbour. But don't let him catch you!

The neighbour: Woody's – and your - opponent. He has gone on a cruise to get some rest from Woody's tricks. Will he regret his decision?

The neighbour's mum: The much-beloved mother of the nasty neighbour will come to her son's rescue. She sends the neighbour on errands and beats Woody up if she catches him.

The little yapper: Mum's dog and her precious little darling. If anything happens to him while the neighbour is looking after him, mum comes running. And then there'll be hell to pay...

Olga: A muscular former sportswoman and fellow-traveller that the neighbour has got his eye on. The neighbour is doing his best to impress her.

Olga's child: A playful and happy boy. Except when the nasty neighbour starts bugging him again (as he often does). Which is something Olga doesn't take too kindly to...

Further persons: The staff on the ship and at various shops or sights. These extras enliven the scenery and are occasionally involved in tricks.

Further animals: The fauna (and flora) is at loggerheads with the neighbour as well. Or he with them...?! One way or the other, he'll have to reckon with several tricks involving them as well.

2. The actions

Woody's actions are controlled using the mouse. They are demonstrated with actual game situations in the introductory episode of the game.
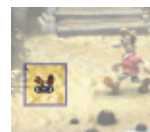
Moving Woody: A left-click with the mouse pointer to a place (no object) makes Woody go there. All other characters follow their daily routines.

Changing rooms: To change from one room to another, a character must either use stairs or zigzag around an obstacle.
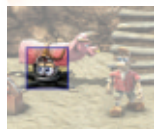
Looking at objects: A left-click on an object makes Woody take a closer look at it. If the object is some distance away, he walks there first.
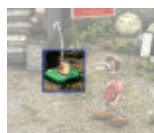
Taking up objects: With some objects, a left-click makes Woody add it to his inventory. Objects from the inventory cannot be put down at random again.
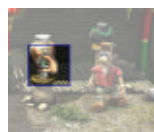
Combining (exchanging) objects: Objects from the inventory can only be used in certain places. If Woody does that, he either forms a new object with them, or replaces one object with the other.

Dexterity task: In some actions with objects, the player must perform a little dexterity task before reaching the desired result.

Playing tricks: Certain objects can be used to play tricks. If the neighbour walks past this place or if he uses the object, he will fall victim to the trick. Woody gets a gold coin for every trick the neighbour falls victim to.
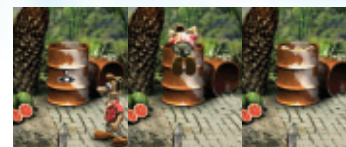
**Hiding:** Some very big objects are suitable as a hiding place for Woody. If he hides in or behind them, Woody can be in the same room as the neighbour – or the neighbour's mum – without being caught.

Getting caught: If Woody is in the same room as the neighbour or his mum, he will be caught, get a thrashing and lose one of his three lives. But if the neighbour or his mum can't see Woody, for instance because they are asleep or diving, Woody can be in the same room as them without any risk of being caught. This is indicated by a time bar (near the character) and in the operating field (at the bottom of the game screen)!
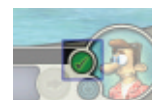
Ending an episode (player): Players can quit an episode as soon as they have collected the minimum number of coins by clicking on the appropriate button in the operating field (at the bottom of the game screen). The episode will then be marked as successfully completed.

The episode ends automatically: If the player has been able to collect all available coins in an episode, the episode will end automatically. It will then be marked as successfully completed.

The neighbour suffers a collapse (bonus): With every trick the neighbour falls victim to, his anger indicator will rise (but will then gradually fall again). If the player manages to play all the tricks in one episode quickly enough, he will make the neighbour collapse.

Detailed Instructions

Here you'll find information on all aspects of Neighbours from Hell 2 – from the menus to the neighbour's daily routine, everything will be explained in detail.

1. The Menus

Main Menu:

Starting the game will bring you (with a mouse click) to the main menu, where you can choose from the following options:

START GAME

As soon as you start the program for the first time, the game begins, and the first series is released. If you have played the game before, you can now continue it from here.

Note: Your progress will be automatically saved after each episode, so that it is stored even when your computer is switched off!

CREDITS

This is where you can look up the names of all the gifted people involved in developing Neighbours from Hell 2 for you.

OPTIONS

In the options menu you'll find controls and buttons for adjusting graphics, music and other settings in Neighbours from Hell 2. For more information on the adjustment options please refer to the section "Options Menu" (a little further down).

QUIT GAME

This ends the game and returns you to your Windows desktop after confirming a security request.

Options Menu:

Here you'll find controls and buttons for the various settings in Neighbours from Hell 2. You can choose from the following options:

Sound on/off + Overall Volume (slider): This is to switch on/off all sounds (+ music) in the game.

Music on/off + Music Volume (slider): This affects only the music in the game.

Reset saved games: This function deletes all saved games and resets the game to its original state (with the exception of your settings). This is to enable another player to start the game from the beginning once you have completed it.

Note: On confirming the security request, all data will be irretrievably lost!

Low/High Sound Quality: If you think the game is running too slowly or the graphics "stutter", try reducing the sound quality (in order to reduce calculating time) or switch off the music altogether (see previous item).

Trick Camera on/off: If activated, the trick camera will pan to the neighbour just before a successful trick takes effect! In the meantime, the rest of the game action will be paused.

Coloured Mouse Pointers on/off: For less powerful systems we recommend you disenable the coloured mouse pointers.

You can leave this menu by clicking "OK" (all new settings will be saved) or "Cancel" (all new settings will be rejected).

Selection Menu:

Here you can choose which episode you want to play next. On the left-hand side you'll find a map with buttons for the various episodes. When you start a completely new game, you can only see the first episode (ship). Once you have successfully completed this episode, the program will release the first series (four episodes in China), from which you can choose freely.

The second ship (to bring you to the next series) will not be released until you have obtained a given number of coins. The map indicates which episodes you have already completed and how you did in each of them.

A text field on the right-hand side shows more detailed information about the episode you have selected. It includes a tip and details about the plot of the episode as well as the number of possible tricks. If you have already completed an episode, the highest viewer rating will be shown here as well.

Game Menu:

To get to the game menu, click the round "SWITCH OFF" button at the bottom right or press ESC during the game. The game menu resembles the options menu but features some slightly different options.

Note: While you're on this screen, the game is paused!

CONTINUE GAME
This button allows you to return to the game.

RESTART CURRENT EPISODE
This allows you to cancel and restart the current episode.

Note: Selecting this item will cancel and restart the current episode even if you have already attained the required number of coins! You will, however, be asked to confirm a security request with YES. Selecting NO will bring you back to the game menu.

PLAY A NEW EPISODE
This will cancel the current episode and take you back to the selection menu.

Note: The notes regarding the previous item apply to this item as well. Confirming the security request will cancel the current episode!

OPTIONS
In the options menu you'll find controllers and buttons for graphics and music settings in Neighbours from Hell 2. This is more or less the same menu as described in the "Options Menu" section above. For more information on the various items please refer to section "Options Menu" above.

BACK TO MAIN MENU
Click on this button if you want to end the current episode (e.g., to restart it). This will take you back to the main menu after confirming a security request.

Note: Returning to the main menu will cancel the current episode even if you have already attained the required number of coins. The results achieved up to this point - i.e., all solved episodes and their scores – will however be retained!

2. Game Screen

Upon the start of an episode the image on this screen changes. This is where you steer Woody through the set, collect objects, play tricks on the neighbour and try not to get caught.

Scenario/rooms: The main part of the screen shows a view of the scenario. The scenario is divided into several rooms, which are interconnected by doors and passages. As the screen shows only a small part of the scenario, you can change the view by moving the

mouse pointers to the edge of the screen (this is called "scrolling"). You can also use the arrow keys on your keyboard to change the view.

Inventory: At the bottom of the screen you see the inventory bar, which contains all the objects Woody is carrying. If the inventory contains many objects, you can view the hidden objects by scrolling to the left or right with the arrow buttons. If you leave the mouse pointer on an object for a certain time, a short explanatory text will be displayed.

Mood indicator: You can always see what mood the neighbour or his mum are in by looking at their faces. They can show various expressions, such as normal, angry, alarmed, asleep, etc.

In addition to this, the mood indicator has two further functions:

If you want to focus on the neighbour or his mum to check what they are up to at any given time, simply click their faces with the mouse pointer (or use the keyboard – see the section "Controls – Keyboard commands").

If the neighbour or his mum are asleep, or if their attention is focussed on something else, this is also indicated here. At first, the whole picture will be superimposed with green, then this colour will fade from top to bottom exposing the normal picture underneath again. In addition to this, a decreasing time bar is inserted next to the characters themselves. As long as a character is asleep or distracted, Woody can be in the same room without getting a beating.

Anger indicator: As soon as the neighbour falls victim to a trick, his anger rises to the maximum value. Then it falls again gradually and steadily. If the neighbour gets angry again, the indicator continues to rise (until it has reached 100% or the episode ends).
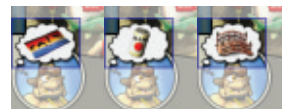
Thought bubble: The thought bubble above the neighbour's or his mum's face shows what they feel like doing at that moment, and where they are therefore headed and what they will do. For a few seconds before and while they are carrying out the action, an icon symbolising this action appears in the thought bubble. E.g., if the neighbour is thirsty and wants to get a cocktail from the bar, his thought bubble will show a cocktail.

Tricks and lives: This indicates (in the form of coins) how many tricks the player has already played, and how many are still available. In addition, this shows the number of Woody's remaining lives and the golden statue that shows whether the player has been able to drive the neighbour to distraction.

End of an episode: On the completion of an episode a program window will pop up and show you how you fared in that episode. There are four possible results: "FAILED!", "YOU'VE DONE IT!", "BRILLIANT!" or "COLLAPSE!". Click "OK" to close the window and return to the selection menu. A mark above the episode icon or in the "Viewer rating" box (on the bottom right) will show you how you fared in this episode.

Note: You've "DONE" an episode if you have achieved the required minimum number of coins. You are considered "BRILLIANT!" if you managed to find all the tricks. If you have moreover managed to drive the neighbour to a state of collapse, "COLLAPSE!" will be shown as a result. There will be no mark if you con't manage to complete an episode successfully ("FAILED!").

3. The Story

What Is It All About?

You control Woody, the star of a reality TV show, whose job it is to play as many tricks as possible on his insufferable neighbour. In the first part of Neighbours from Hell, Woody had sneaked into his neighbour's flat. Now he has followed the neighbour and his mum on their holiday. Every one of Woody's actions is watched by an attentive audience. There are some changes from the first part, but the motto of the first part still holds: Take care not to get caught - and do your best to drive the neighbour to distraction!

The TV Show

In each episode, Woody will play some tricks on his neighbour. The title and the content of each episode indicate the neighbour's predicted routine (and therefore, the plot of that episode).
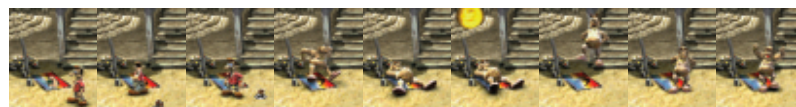
Introduction: In the introductory episode you will learn how to control the game and what Woody can do.

Note: We recommend that you study the instructions carefully even if you are already familiar with the first part of Neighbours from Hell. The second part includes numerous changes from the first part!

One episode: The first two series comprise four episodes each (two on the beach and two at sights), the third contains two longer (mixed) episodes. While the creators of the game did try to build in a certain sequence of events and an increasing difficulty level (this also applies to the episodes within any one series), you are not required to play the episodes in any specific order.

One series: As soon as you have collected the required number of coins in one series, the next ship, and with it the next series, will be released.

The ships: There are ship episodes at the beginning of the game and after each of the three series. Before you can embark upon the new series, you will have to play the new ship episode first. Any new elements will first be introduced and explained here.

The Tricks (And What Goes With Them)

The objects

At the beginning of each episode, Woody's inventory is empty. He will have to find the objects he needs for his tricks first. There are various kinds of objects:

World objects include all things standing around in the scenery. You, of course, are only interested in objects that the mouse pointer reacts to and which are named in the command line (such as the "conch" on the beach or "harpoon" on the ship). These are the only objects you can (perhaps) use to have some fun with.

Note: Unlike in the first part, the ground is not a world object anymore! There are only special places (e.g., a puddle of water) you can combine objects with. You might get some ideas from the mouse pointer, as it takes on a different appearance depending on the situation and/or possible action (see section 4, "Controls", paragraph "Mouse pointer" below).
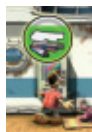

Receptacles are a special kind of world object. If you click on a world object and Woody suddenly shouts, "Hah!" and makes an appropriate gesture, that means you've found a receptacle. Woody automatically grabs all objects from it and adds them to his inventory.

Hiding places are special objects in/behind which Woody can hide from the neighbour or his mum. If Woody clicks on such an object, he will hide there and be invisible for the neighbour even if he is in the same room. To make Woody leave his hiding place again, simply click on the floor of a room or any object. Woody will come out of hiding and go there.

Inventory objects are all objects that Woody finds in receptacles and then carries in his inventory (at the bottom of the screen).

Dexterity tasks

For some objects Woody must perform a dexterity task before he can get the object or complete his preparations for a trick. In this case, he is required to:

Use the mouse to keep the object in the centre of the target as long and as steadily as possible!

The larger the portion of the target shown in green/The more intensive the green colour on your target gets, the closer you are to success. As soon as the target is completely green, Woody gets the object and/or completes the preparation of his trick.

If you move the item out of the target too often and for too long, the green colour begins to fade again. If the green colour disappears completely, Woody has failed. And…

The neighbour comes running!

Now you'd better stay on your toes because the neighbour has heard Woody and comes tearing along. Quick, make for another room or jump into a hiding place if you don't want to lose a life!

The tricks

The inventory objects are Woody's most important tools. He uses them to prepare the tricks for his neighbour. The simple formula for this is:

Inventory object + world object = trick

Note: Woody can use some of the world objects for tricks without combining them with inventory objects! In this case, all you need to do is click on the world object in question to make Woody go there and carry out the appropriate action.

So all you have to do is click first on an inventory object and then a world object to make Woody prepare the appropriate trick automatically.

Note: Sometimes the two objects are swapped instead of combined!

Take care not to click the mouse button until Woody has finished his "preparations". If you proceed with other actions before you heard Woody's confirming "Ha ha" and the progress bar has disappeared, the current preparations for this trick are cancelled, and you will have to start all over again. You should cancel an action only if Woody is in danger of getting caught.

The result

Success won't be long in coming. As soon as the neighbour passes one of the objects manipulated by Woody or wants to use one of them, the inevitable will happen:

Note: Woody is a clever guy and won't walk into his own traps, i.e. he can, for instance, pass the soap in a puddle on the floor without slipping on it.

The neighbour gets angry, he throws a fit, he rants and raves. The audience hoots with laughter, and Woody is rewarded with a coin. What more do you want?

You can also use tricks to stall the neighbour. If there's something out of order, he'll often fix it on the spot.

In any case, the neighbour's anger indicator increases with every trick that's been played successfully. After that it will sink again steadily until it is finally back to zero. However, if you are quick enough and manage to find all the tricks, you can make the neighbour collapse in each episode (see section "Collapse bonus" above).

Don't Let Him Catch You!

That's the supreme objective for Woody and, therefore, for you. Whatever you do, you must NEVER EVER be in the same room with the neighbour or his mum! When that happens, you'll be caught and lose one of your three lives. As soon as you have lost all three lives, you will have to start all over again.
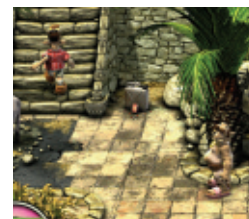
Note: Woody is not considered to have entered a room until he has left the stairs he came by or zigzagged around the obstacle in his path. Correspondingly, Woody is considered to have left a room as soon as he has begun walking up or down stairs or zigzagging around the obstacle. The same applies to the neighbour and all the other characters!

So, if you happen to move Woody into a room while the neighbour, for instance, is still in there, you can beat a retreat as long as you're still on the stairs or in the midst of your zigzag course! Just click quickly on the room you came from, and Woody will immediately turn around.

The neighbour's routine
In each episode, the neighbour acts according to his personal routine. He might, e.g., drink a beer first, then go for a swim, have something to eat and return to his beer. This routine is repeated again and again until the episode ends. At least, it would, if it weren't for Woody...

Other characters' routines
All other characters in an episode have their personal routines as well. However, these are less variable than the neighbour's and are mostly limited to one or two rooms.

Something is broken or missing
If an object that the neighbour wants to use is broken, he'll repair it. If the neighbour notices that an object is missing, he'll be surprised, but will continue to carry out the next action in his routine. If, for instance, the neighbour's next action would have been to read the newspaper, but the paper is missing or irretrievably damaged, he wouldn't be able to read the paper and would, therefore, proceed with his routine after that.

What if Woody gets caught after all?

Well, that will most certainly be a rather painful experience for Woody! Just take one look at the illustrations above!!! In any case, Woody will lose one of his lives, and if it was the last one, he will even have to play that episode right from the beginning again.

Score

Minimum coins

As soon as you have acquired the required minimum number of coins in an episode, you have practically won that episode. However, the episode won't end automatically until you have found all the tricks hidden in it. So even if you have already fulfilled the minimum requirements, you can still try to find any further tricks to play and go on pestering the neighbour.

Note: In case you need or want to cancel an episode as soon as you have fulfilled the minimum requirements, simply click on the "End episode" button in the game interface.

Viewer ratings

Upon the successful completion of an episode, the viewer ratings will be displayed. These are calculated based on the player's speed, the number of tricks played, etc. However, the selection menu displays only the best viewer rating for each episode.

Note: This enables a direct comparison of the performance of various players in an episode. The higher the viewer rating, the better the performance of the player in that episode!

4. Controls

Practically the whole game can be controlled with the mouse. You can use the mouse to press buttons, adjust settings, move Woody around in the game world and make him carry out various actions. Moreover, some commands can be entered additionally or solely using the keyboard.

Mouse buttons:

- **Left button** – This is to carry out actions (see also next item) and to move Woody around in the rooms.
- **Right button** – This is to cancel all actions (particularly important for dexterity tasks).

Mouse pointer:

Depending on its position, the mouse pointer changes its appearance and function.

Mouse pointer	Where?	Function (left click)
	On the floors of all rooms and at walls (where Woody is not present)	Woody goes to that position.
	On the stairs and passages from Woody's room	Woody goes into the next room.
	On objects Woody can look at	Woody looks at the object. A description appears in a text window.
	On objects Woody can use	Woody uses the object. The basic function of the object is carried out (e.g., a wardrobe is opened)).
	On objects Woody can hide in or behind	Woody hides. Simply click on the floor of a room or an object to make him come out.
	If an object in the inventory is selected: On all objects with which the selected object can be used	Woody goes to that object and tries to use the selected inventory object with it. If this is possible, the object is used automatically; if not, Woody shrugs his shoulders to tell you: "Won't work! No idea!"
	If an object in the inventory is selected: Wherever an action is not possible	Automatic indication for "No action possible!" (You don't have to click to see this.)
	If the neighbour camera is activated: Anywhere and at the end of an episode	Automatic indication for "Neighbour camera activated!" (You don't have to click to see this.)
	If data is loaded or saved: Anywhere	Automatic indication for "Data is being loaded or saved. Right now, there are no actions possible!" (You don't have to click to see this.)
	Anywhere else in the game and the menus	**During the game:** In the lower screen section (inventory, buttons, indicators, etc.) **In the menus:** For all actions, such as pressing buttons, adjusting settings, etc.

Keyboard commands:

There are also some keyboard commands in Neighbours from Hell 2.

Key(s)	Where?	Function
Esc	Throughout the game (except during an episode)	Go to previous menu.
Esc	During an episode	Go to game menu.
P or Pause	During an episode	Activate the pause function. This pauses the game.
P or Pause	While the pause function is activated	Press P or Pause again to deactivate this function and resume the game.
→ ↓ ← ↑	During an episode	The screen moves to display a view of the set in that direction (if possible).
1	During an episode	The game screen is focussed on the neighbour, and the neighbour camera is switched on or, by pressing the key once more, off again.
2	During an episode (from the second series onwards)	The game screen is focussed on the neighbour's mum.
3	During an episode	The game screen is focussed on Woody.
PrtSc Sys Rq	Throughout the game	Save a "screenshot", i.e., an image of the current screen.
S	During an episode	Save a "screenshot" of the whole scenario (i.e., including all areas not displayed on the screen right now).

Troubleshooting

If, for some reason, you should have a problem with Neighbours from Hell or any other JoWooD game, please try the following:

First, read the "ReadMe" file included on your CD.

If you're having a technical problem such as a freeze or graphical glitch, please make sure your computer's drivers are up to date. This is very often the cause of technical problems. Please refer to the websites of the manufacturers of your computer's components to see if new drivers are available.

If this doesn't help, look in the support section of the JoWooD website at http://www.jowood.com/ to see if there's an upgrade (new program version) or patch (software bug corrector) for your game available for download. This may solve your problem.

If it doesn't, please try out our technical support forums at http://forum.jowood.de/. Each JoWooD game has its own forum for general and technical questions. It may be that someone else had the problem you're having, and has already figured out how to solve it.

If all else fails, please contact our technical support. Before you do this, however, please make sure you have the following information ready because you will be asked for it:

The name of the game that you're having problems with. We publish many games, and it may not be clear to us which game you are referring to.

A description of your problem, as precise as possible. How long were you playing? When did the problem occur? What were you doing when it happened? Does it happen every time?

If you received an error message, please include it. If the game asks you to send us a file containing more elaborate information, please do so.

A DirectX® diagnosis. To create this, please do the following:
- Run the DXDIAG.EXE, by clicking 'Start', then 'Run...', then type "dxdiag" and press Enter.
- This will start the DirectX Diagnostic Tool. Once it has finished analysing your system, please click the "Save All Information..." button at the bottom of the program window.
- Save the file as "dxdiag.txt" where you will be able to locate it.
- Attach this file to your email or forum posting.

Either send this information by email to **jowoodhelp@bbigroup.co.uk,** or post your question in the appropriate technical support forum at **http://forum.jowood.de/**.

By providing us with as many details as you can, you will enable us to solve your problem more quickly.

Special tips for mobile computers

If you play on mobile computers, please pay special attention to the required minimum configuration. While in many cases, the CPU – i.e., the processor speed – is sufficient, the memory or the video card resolution often isn't.

For machines using a "shared memory", i.e. borrowing main memory for the video card, you might be able to set the required value, thus facilitating playability of the game. To do this, refer to the manual of your mobile computer to see whether and how you can adjust the memory size of your video card.

Further tips:

If you keep experiencing small interruptions or pauses during the game, this might be attributed to the following causes:

The main or graphics memory is insufficient – it is necessary to frequently swap out or reload data. Look up the minimum requirements of the game and check whether these are met by your machine. You might have to upgrade your main memory or allocate more memory to the video card in order to be able to play without problems.

The energy settings for your hard disk have been set to too low a value – your hard disk is frequently being shut down and needs to be restarted before data can be accessed. You will find these settings (under Windows XP) in the control panel under "Power Management". Increasing the value for "Turn off hard disks" might solve your problem.

For design reasons, the LCD screens used in mobile computers have a maximum frame rate of 25 frames per second (fps), which might cause problems in case of games that are action intensive. In this case, we recommend using an external screen, if possible.

Another point that might prove to be problematic with mobile computers is the slightly changed keyboard layout and the control via touchpad, or any other substitute for a mouse. In this case, you might be able to solve the problem by connecting an external keyboard or a mouse to your machine.

Credits:

JoWooD Vienna

Game Design

Lead Game Designer
Gerhard E. Kodys

Game Design
Gerhard E. Kodys
Michael Paeck

Level Design
Stefan Halegger
Gerhard E. Kodys
Miguel Marn
Michael Paeck

Graphics

Art Direction
Stefan M. Halegger

Graphic Artists
Miguel Marn
Steffen Gölles
David Murent
Stefan M. Halegger

Programming - Game

Lead Programmer
Andreas Meissl

Programmers
Bernhard Gruber
Andreas Meissl
Data Wizard
Florian Kernler

Programming – G Framework

Lead Programmer
Bernhard Gruber

Programmers
Thomas Alten
Martin Weber
Sebastian Posch

Production

Lead Tester
Florian Kernler

Producer
Michael Paeck

Studio Manager
Michael Paeck

Playtesters
JoWooD Vienna

Handbuch
Gerhard E. Kodys

External

Sproing Interactive

Sound Lead
Harald Riegler

Assisting Producer
Georg Heinz

Sound Design
Robbie Ost

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Wolfgang Tockner and
Robbie Ost

Music performed by
The Funky Neighbours

JoWooD Productions Software AG

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Blambot c/o Nate Piekos

Notes